



Cleric 1
CLASS & LEVEL

Half-Orc
RACE/ANCESTRY/HERITAGE

STR
+3
16

+2 PROFICIENCY BONUS

SAVING THROWS

- +3 Strength Saves
 - 1 Dexterity Saves
 - +2 Constitution Saves
 - +0 Intelligence Saves
 - +4 Wisdom Saves *
 - +3 Charisma Saves *
- * Prof. bonus added

CON
+2
14

INT
+0
10

WIS
+2
15

CHA
+1
12

Soldier
BACKGROUND

ARMOR CLASS (AC)
INITIATIVE
15 **-1** **30 ft.**

Armor Worn: scale mail, shield

HIT POINTS
10

HIT DICE
1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Mace. *Melee Weapon Attack:* +5 to hit,
reach 5 ft. *Hit:* 1d6+3 bludgeoning
damage.

Light Crossbow. *Ranged Weapon Attack:* +1 to
hit. *Hit:* 1d8-1 piercing damage. (Normal
range to 80 ft.; disadvantage long range 81 to
320 ft. Must be used two-handed, reloading
limits to only one attack per round regardless
of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

CLASS

Cleric Class Features [PHB p. 57]

- Ritual Casting
- War Priest (if attack action, add attack as bonus action, up to uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Light, Resistance*

Prepared Spells

1st Level (2 slots): *Divine Favor*, Shield Of Faith*, Bane, Detect Magic, Command*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 12 gold pieces (gp); 28 silver pieces (sp); 74 copper pieces (cp); 3 gems (worth 10 gp each)

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Infantry soldier-for-hire. Slain former lover is now an undead.
- **Ideal:** Always obey given orders.
- **Bond:** Lay down life for comrades.
- **Flaw:** Old wounds ache in winter.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: gaming set (dice set), vehicles (land craft)

Saving Throws: Wisdom, Charisma

Skills: Athletics, Intimidation, Medicine, Religion

Languages: Common, Orc

RACE

Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 16 years old
- Medium Size (5' 6", 123 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)